

## FACT SHEET | Virtual Sick Call

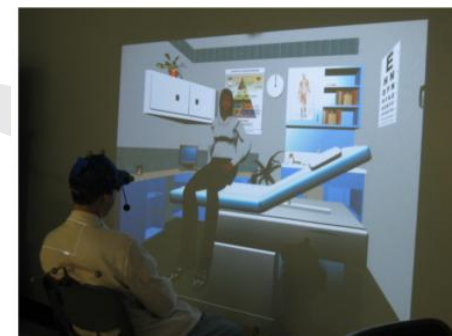
The Virtual Sick Call is an effort under the Joint Medical Simulation Technology Integrated Product Team (JMST IPT). Virtual Sick Call seeks to push the state of the art in three separate areas: Virtual Humans, Immersive Environments, and Adaptive Instructional Systems. All three areas are related by a common training goal: provide more realistic training for the military medical professional performing a preliminary physical examination.



The goal of the Virtual Patient component is to improve the fidelity of an avatar acting as a patient. Avatars developed in the Virtual Sick Call effort will exhibit the physiologically accurate symptoms of their particular illness; such physical indicators as sweating and squirming due to discomfort will be present.



By exploring recent technological breakthroughs, the caregiver will examine the virtual patient in an immersive environment via unencumbered tracking methods. For example, when the caregiver reaches toward a blood pressure cuff depicted on screen on a table, the cuff will move off the table. The caregiver will then be able to virtually apply the cuff to the patient's arm. The patient's blood pressure will then display on screen.



Finally, an intelligent tutoring system will provide instruction to the caregiver in an adaptive manner, meaning that important factors regarding the student drive the selection of the instructional strategies to be employed. Such issues as initial vs. refresher training, time to train vs. value of retention, and other factors may be used in the selection of instructional strategy.

The Virtual Sick Call will push the caregiver to improve interpersonal skills. All scenarios require not only medical experience, but the ability to relate at an interpersonal level, as patients are hiding symptoms of post-traumatic stress disorder and domestic violence.

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